Pumpkin

Action: During the Chip Action Phase, you may discard any number of orange chips from your pot to increase the number of your rat tails by 1 for the next round for each orange chip discarded. Put these aside to mark how many rat tails you'll gain.

Note: There's no difference between discarding an orange 6-chip and a 1-chip, a 6-chip also yields a single space forward with your rat stone.

If this chip is on a ruby space, you immediately receive rubies based on the number of rat tails you have plus 1. (max. 3)
8
15
19
2
+1

Crow skull

Action: If a blue chip is placed on a ruby space, you immediately receive 1 ruby plus an additional ruby for every two spaces currently between your droplet and rat stone, up to a total of 4 rubies.

Note: You cannot receive more than 4 rubies per chip.

Toadstool

Action: If a red chip is placed on a ruby space, you must move it forward as many spaces as the current position of your rat stone, up to 4 extra spaces.

Note: You can only move your red chip 4 extra spaces (or a total of 5/6/8).

If placed on a ruby field, move your rat stone 1/2/4 empty spaces ahead. Your rat tails are adjusted to this value for the rest of the round.
5
10
20

Mandrake

Action: If a yellow chip is placed on a ruby space, you may move forward your rat stone by 1/2/4 empty spaces. From then on, all other bonuses relating to rat tails are based on this new position (the number of spaces your rat stone is ahead of your droplet).

Note: When moving your rat stone, skip any spaces already occupied by another chip. If your rat stone is moved ahead of your last placed chip this way, you may place your next drawn chip after it as you did when you started drawing.

You may increase the value of this chip by 1/2/3 in exchange for moving your rat stone to the 1st/2nd/3rd/4th empty space before it.
7
+1

Locoweed

Action: Turquoise chips are worth 1, but you may increase their value by 1 to 3, by moving your rat stone back the same number of empty space(s). You may choose how many spaces to buy this way. As with mandrakes, from then on, other chips' bonuses relating to rat tails are recalculated based on this new position.

Note: You cannot move your rat stone before your droplet. Skip all spaces with chips on them.

For each green chip that is the last or next-to-last chip in your pot, receive as many rat tails the next round as there are orange chips in your pot. (max. 6)
4
8
14

Garden spider

Action: For every green chip that is the last or next-to-last chip in your pot, you receive as many bonus rat tails in the next round as there are orange chips in your pot, up to a total of 6 rat tails.

Note: You do not have to give up any of the chips for this. You may not receive more than 6 extra rat tails this way.

Ghost's breath

Action: For each purple chip in your pot, you score 1 victory point, up to a total of as many victory points as the current position of your rat stone.

Example: You have a total of 5 purple chips in your pot, and your rat stone is 3 spaces ahead of your droplet, you score 3 victory points.

Next round, you steal as many rat tails from all other players as the total number of black chips you have in your pot at the end of the round.
9

African death's head hawkmoth

Action: In the next round, every other player's rat tails are decreased by the number of black chips in your pot minus the number of black chips in their own pot. Your own rat tails are increased by the total number of rat tails stolen this way, up to the number of black chips in your pot.

Example: You have a total of 4 black chips in your pot, Carl has 2, Eva has 1. For the next round Carl's rat tails will be decreased by 2 (4-2), Eva's by 3 (4-1). Your own rat tails will be increased by 4 (2+3, but a maximum of 4).

In exchange for an orange chip from your pot, you may receive 1 ruby.
The following white chips are added to your limit when your droplet is past 10/20/30:
10→2
20→3
30→4
3
22

Pumpkin

Action: During the Chip Action Phase, you may discard an orange chip from your pot, in order to immediately gain 1 ruby.

Note: You may discard as many orange chips as you'd like. There's no difference between discarding an orange 6-chip and a 1-chip; each is worth 1 ruby each.

Important: As soon as your droplet is past the 10/20/30 space, you must decrease your explosion limit by 1/2/3 (the pot will explode when the total value of white chips exceeds 6/5/4).

If you stop without your pot exploding, you may pay 1 ruby for each blue chip in your pot to draw a chip and place as many of them as you want to in any order you want to.
5
10
19

Crow skull

Action: If you stop without your pot exploding, you may pay 1 ruby for each blue chip in your pot, to draw an additional chip from your bag.

Note: You may place these extra chips in any order you want to. Return all unused chips to your bag.

Toadstool

Action: If you place a red chip on a ruby space, you immediately receive rubies. For a 1-chip, 1 ruby, a 2-chip 2 rubies, a 4-chip 4 rubies.

Mandrake

Action: If you place a yellow chip on a ruby space, the first 1/2/4 player(s) to your left who are able to do so must immediately give you 1 ruby.

Note: Skip any player who doesn't own any rubies. If not enough players own a ruby, the remainder is lost and must not be taken from the stash.

Locoweed

Action: Place turquoise chips on the next empty space that is before a ruby space.

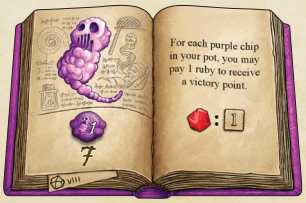
Note: If there are no more ruby spaces left, or if the last empty ruby space is your current scoring space, place this chip on the last space in the pot.

For each green chip that is the last or next-to-last chip in your pot, you may spend 1/2/4 rubies to increase your purchase value by 5.
+5
4
8
14

Garden spider

Action: For every green chip that is the last or next-to-last chip in your pot, you may add up their values and spend this many rubies to increase the amount of your shopping coins by 5 for each ruby spent (up to a maximum of 8 rubies, that is 40 shopping coins).

Note: At the end of the game, these extra shopping coins can be used to gain victory points as usual (meaning in essence 1 victory point per ruby, up to the total of your last or next-to last green chips).



Ghost's breath

Action: For every purple chip in your pot, you may use 1 ruby to purchase 1 victory point.

For each black chip in your pot, you may use 1 ruby to pay 1/2/4 rubies and steal any 1/2/4 chip from any player.
(max. 2 chips of different colours)
9

African death's head hawkmoth

Action: You may spend rubies up to the number of black chips currently in your pot, to steal chips of different colours from all other players.

To steal a 1-chip you must pay 1 ruby, a 2-chip 2 rubies, a 4-chip 4 rubies. Put the stolen chip in your bag.

Note: You may not steal more than two chips per round, only one chip can be stolen per player, and the chips must not be black and must be of different colours.

Important: It is possible to decrease a potion's value by stealing the last chip in a pot; victory points, shopping coins and rubies are readjusted, but bonus die rolls are kept. Green and purple chip actions must be evaluated after black has already taken effect.

Dipping Droplets

In exchange for each pumpkin that is placed after another pumpkin, you may move your droplet ahead.
The following white chips are added to your limit when your droplet is past 10/20/30:
10→
20→
30→
3
22

Pumpkin

Action: During the Chip Action Phase, if there is an orange chip in your pot that is preceded by another orange chip, you may discard it and move your droplet ahead 1 space.

Note: You can discard multiple orange chips, even when there's a row of 3 or more.

Important: As soon as your droplet is past the 10/20/30 space, you must decrease your explosion limit by 1/2/3 (the pot will explode when the total value of white chips exceeds 6/5/4).

If you stop without your pot exploding, draw as many chips as there are blue chips in your pot and move your droplet for every blue chip you've drawn (max. 2).
5
10
18

Crow skull

Action: If you stop without your pot exploding, draw as many chips from your bag as the number of blue chips in your pot. For every extra blue chip you draw, move your droplet ahead 1 space, up to 2 spaces in total, then return all extra chips to your bag.

Toadstool

Action: When drawing a red chip, you may choose to move your droplet back 1 space permanently in order to move the red chip twice as far.

Note: You cannot use this action if your droplet is on the first space in the pot.

If this chip is on a ruby space, you immediately receive 1/2/4 victory points as long as another player is ahead of you by that amount.
8
12
18

Mandrake

Action: If you place a yellow chip on a ruby space, you immediately receive 1/2/4 victory point(s), as long as your droplet is at least that many spaces behind the first player's. If not, then you may receive as many victory points as the difference between the first droplet in game and yours (this, of course, can't exceed 1/2/4).

Example: You place a yellow 4-chip on a ruby field. The first droplet in game is Jane's, yours is 3 spaces behind hers. You receive 3 victory points.

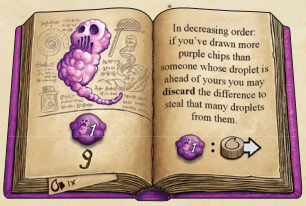
Locoweed

Action: When drawing a turquoise chip from your bag, move it forward by the current difference in spaces between the first droplet in game and yours plus 1, up to a maximum of 4 spaces in total.

Example: If another player's droplet is currently 3 spaces ahead of your droplet, place every turquoise chip 4 spaces.

Garden spider

Action: For every green chip that is the last or next-to-last chip in your pot, you may move your droplet forward 1 space.


In decreasing order: if you've drawn more purple chips than someone whose droplet is ahead of yours you may discard the difference to steal that many droplets from them.
9

Ghost's breath

Action, in the order of purple chips players have drawn (starting with the highest):

If another player's droplet is ahead of yours and you *currently* have more purple chips in your pot than them, you may discard the difference to move their droplet back and yours forward by that amount.

Example: You have 4 purple chips in your pot, Kate has 2, and her droplet is ahead of yours. You discard 2 purple chips and move Kate's droplet 2 spaces back and your droplet 2 spaces forward. John has 3 purple chips, you now only have 2, and your droplet is ahead of John's. John discards 1 chip and moves your droplet back 1 space and his 1 space forward.

The player to your left must trade this chip for the first coloured chip they draw or the last one they placed in case they don't have any left. If their droplet is ahead of yours they must also move it back 1 space.
10

African death's head hawkmoth

Action: The player to your left must trade this chip for the first colored chip they draw. If they don't have any left, they must give you the last colored chip from their pot instead, their potion decreasing in value accordingly. If their droplet is ahead of yours, they must also move it back 1 space.

Note: No more than 2 chips can be traded per round.

Important: It is possible to decrease a potion's value by stealing the last chip in a pot; victory points, shopping coins and rubies are readjusted, but bonus die rolls are kept. Green and purple chip actions must be evaluated after black has already taken effect.

Volatile Pumpkin Patch

During buying phase, you may exchange 5 orange 1-chips in your pot for an orange 6-chip.
5×:
If at any point there are 3 more orange than white chips in your pot, it will explode.
3
22

Pumpkin

Action: During the Buy Chips Phase, you may discard 5 orange 1-chips from your pot in exchange for an orange 6-chip.

Important: During the Peparation Phase, if at any point there are at least 3 more orange chips in your pot than white chips, your pot will immediately explode (e.g. 4 orange chips and 1 white chip).

Note: Chips that you have just purchased cannot be exchanged, only chips currently in your pot. Chips discarded in any previous phase (via mandrakes, for example) also do not count.

Crow skull

Action: When you draw a blue chip, if the previously drawn chip was orange, you immediately receive 1 ruby.

Toadstool

Action: When you draw a red chip, if the previously drawn chip was orange, move the red chip twice as far.

Mandrake

Action: If you draw a yellow chip, before placing it, you may discard any orange chip placed within the last 1/2/4 space(s), after this, you must place the yellow chip accordingly.

Example: You draw a yellow 1-chip. Your last drawn chip is an orange 1-chip. You discard the orange chip and put the yellow 1-chip on space the orange 1-chip occupied.

Draw as many chips as there are orange chips currently in your pot and place this chip according to the highest value chip you've drawn plus 1 for each locoweed drawn. Return the chips to the bag.
10

Locoweed

Action: When drawing a Locoweed chip, draw as many additional chips as there are orange chips currently in your pot. Place the Locoweed chip according to the highest value chip drawn and also move it forward as many spaces as Locoweed chips you've drawn. Return all extra chips to the bag.

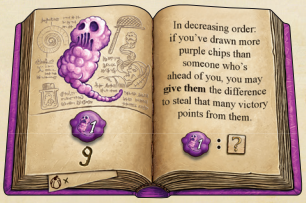
You receive up to 3 green chips for each row of orange/white chips placed in succession. At the end of the turn, you must discard all green chips in your pot and put an equal amount of orange 1-chips in your bag instead.
1
2
4
:

Garden spider

Important: You cannot buy green chips, instead, you are given up to 3 green chips per round for each sequence of orange or white chips in your pot (the chips need not be on neighbouring spaces).

You are given a 1-chip for 2 orange/white chips in a row, a 2-chip for 3 in a row, a 4-chip for 4 or more in a row. If there are four or more sequences, you are given the three lowest possible chips.

Action: You discard all green chips in your pot and receive an orange 1-chip for each of them. You can't exchange these.


In decreasing order: if you've drawn more purple chips than someone who's ahead of you, you may give them the difference to steal that many victory points from them.
1
9
:?

Ghost's breath

Action, in the order of purple chips players have drawn (starting with the highest):

If another player's score marker is ahead of yours and you *currently* have more purple chips in your pot than them, you may give them the difference to move their marker back and yours forward by that amount.

Example: You have 3 purple chips in your pot, Jenny doesn't have any, and her score marker is ahead of yours. You give Jenny all three chips and move her score marker 3 points back and your score marker 3 points forward.

In exchange for 1/2/3 black chips, you may steal a 1/2/4 chip from another player and replace it with 1/2/3 orange 1-chips from the stack.
1
8
:
:
:

African death's head hawkmoth

Action: You may discard 1/2/3 black chips from your pot to steal any 1/2/4 chip from any other player. You can put this stolen chip in your own bag, and the player you stole it from must put 1/2/3 orange 1-chips in their bag from the stash.

Note: You may only steal one chip per player and no more than 2 chips each round.

Important: It is possible to decrease a potion's value by stealing the last chip in a pot; victory points, shopping coins and rubies are readjusted, but bonus die rolls are kept. Green and purple chip actions must be evaluated after black has already taken effect.

Locoweed

Set 1

Action: When drawn place turquoise chips as many spaces as your pot has exploded during whole of the game plus 1.

Note: There's no limit as to how many spaces your turquoise chips can move.

Replace the last placed white chip with this chip, or if no white chips are currently in the pot, the last coloured chip placed.
12

Set 2

Action: When drawn, replace the last white chip in your pot with this chip, or the last chip in your pot if no white chips are currently in it.

Set 3

Action: Place this chip based on the highest value white chip already in your pot.

Set 4

Action: This chip is worth 1, but its value is increased by 1 for every white chip already in your pot up to a total of 4. The value of white chips doesn't matter.

Note: You can only move turquoise chips a maximum of 4 spaces even if 4 or more white chips are in your pot.

African death's head hawkmoth

Set 2

Action: If your pot explodes, you receive 1 ruby for each black chip in your pot.

If your pot explodes, you still get both victory points and purchase but receive one of them based on the last black chip you placed.
10

Set 3

Action: If your pot explodes, you still get both victory points and shopping coins, but you must choose which one of them you receive based on the value of your potion and which one based on the space the last black chip in your pot occupies.

If your pot explodes, for every black chip in your pot you can pick any other chip currently in your pot to be your first chip next round (max. 2).
10

Set 4

Action: If your pot explodes, for each black chip in your pot, you may pick another chip currently in your pot to be your first chip next round, up to 2 chips in total.

Note: You may only pick up to 2 chips and they must not be black.

The Quacks of Quedlinburg — The Herb Witches

I An ephemeral ingredient

Action: During the Potions Phase, if your pot has exploded, use this herb witch to activate your flask. Return the last white chip to your bag. You can then draw further chips from the bag or end your turn.

Note: To be able to use this witch, your flask must be full (that is, not already used).

Preparation phase
Draw 6 chips and decide what order to place them in. Return all chips you don't use to the bag.
II The last hurrah

II The last hurrah

Action: During the Potions Phase, if your pot has not exploded, use this herb witch to draw **6 chips from your bag**. You can place any of these chips into your pot in any order. Carry out the chip actions as usual. Return any chips that you decide not to use back to your bag.

Note: If a player uses this action in the last turn, the simultaneous drawing of chips is paused until they have finished carrying out this action.

Preparation phase
If your pot has not exploded yet, you can return the last 2 white chips placed to the bag.
III Necessary precaution

III Necessary precaution

Action: During the Potions Phase, if your pot has not exploded, use this herb witch to **return the last 2 white chips** you added to your pot back to your bag. Any gaps created in your pot are not filled. You may return just 1 of the last 2 white chips to the bag if you choose. If you do, leave the 2nd white chip in your pot where it is.

Note: If a player uses this action in the last turn, the simultaneous drawing of chips is paused until they have finished carrying out this action.

IV Luck's fickle favour

Action: During the Evaluation Phase, if your pot exploded, use this herb witch to get victory points and to buy chips (normally you have to choose one or the other). If you have reached the highest scoring space, you also can roll the bonus die.

V Déja vu

Action: During the Potions Phase, if your pot has not yet exploded, use this herb witch to return every chip currently in your pot to your bag. You can then start over completely.

Note: You lose any starting chips left over from previous rounds and your rat stone must be reset.

If a player uses this action in the last turn, the simultaneous drawing of chips is paused until they have finished carrying out this action.

Preparation phase
If your pot has not exploded yet, take the last 6 chips in your hand and place them in any order you want to.
VI Wisdom in retrospect

VI Wisdom in retrospect

Action: During the Potions Phase, if your pot has not yet exploded, use this herb witch to take the last **6 chips you've placed**. You must then place all of these chips into your pot in any order you wish to. Carry out the chip actions as usual.

Note: If a player uses this action in the last turn, the simultaneous drawing of chips is paused until they have finished carrying out this action.

Preparation phase
If your pot has not exploded yet, return any number of coloured chips to the bag and continue drawing.
VII Waste not, want not

VII Waste not, want not

Action: During the Potions Phase, if your pot has not yet exploded, use this herb witch to **return any number of coloured chips** you added to your pot back to your bag. Any gaps created in your pot are not filled, any you continue placing newly drawn chips accordingly.

Note: If a player uses this action in the last turn, the simultaneous drawing of chips is paused until they have finished carrying out this action.

Preparation phase
If your last placed chip is coloured, you can refill your flask by putting it back in the bag.
VIII A resourceful substitution

VIII A resourceful substitution

Action: During the Potions Phase, if your pot has not yet exploded and the last chip in your pot is coloured, use this herb witch to return this to your bag and fill your flask for free. Then continue drawing as usual.

Note: If a player uses this action in the last turn, the simultaneous drawing of chips is paused until they have finished carrying out this action.

The Quacks of Quedlinburg — The Herb Witches

BUYING PHASE
Exchange your last 2 chips placed or one chip placed of your choice for the next higher chip of the same colour.
(except orange)
I A prosperous bargain

I A prosperous bargain

Action: During the Buy Chips Phase, use this herb witch to upgrade the **last 2 chips you added** to your pot **by 1 level**, OR upgrade **1 chip anywhere** in your pot by 1 level. This action can only be used on chips in your pot, not chips you have just purchased. You can only upgrade a 1-chip to a 2-chip or a 2-chip to a 4-chip. You cannot upgrade orange chips.

Note: You may use this witch if your pot exploded and you have opted for victory points.

II Sudden wealth

Action: During the Buy Chips Phase, use this herb witch to **double the coins** you have to buy ingredients. You still can only buy a total of 2 different-colored chips.

Note: If you use this witch during the Buy Chips Phase in turn 9, you can double the amount of money to purchase victory points at the normal 5:1 ratio.

III Two for one

Action: During the Buy Chips Phase, use this herb witch **to buy 1 chip and get an identical chip for free.**

Example: If you buy 1 chip in this phase, you will get 2 total chips, both of the same color and value. If you buy 2 chips, you will receive a total of 3 chips: 2 chips of the same color and value, and 1 other chip.

BUYING PHASE
For every ruby in your possession your purchase value increases by 2.
You don't have to give up the rubies for this.
+2
IV A return of interest

IV A return of interest

Action: During the Buy Chips Phase, use this herb witch to increase the amount of coins you have **by 2 for each ruby you possess**. You do not give up your rubies.

Note: If your pot explodes and you choose to take victory points, you may use this witch to buy ingredients during the Buy Chips Phase, but only using the coins generated by this witch.

V A whiff of greed

Action: During the Buy Chips Phase, use this herb witch to buy **3 chips** instead of just 2 as usual. Additionally, all three these chips may be of the same colour.

VI The price of caution

Action: During the Buy Chips Phase, use this herb witch to **discard a white 1-chip** from your pot by also **discarding a 4-chip** of any colour that is in your pot.

Note: You may use this witch even if your pot has exploded and you have opted for victory points instead of shopping coins. You may not, however, discard a chip that you have just purchased.

BUYING PHASE
You may steal a chip from up to two players each as long as they are ahead of you. The two chips must be of different colours and you have to pay their usual price.
VII Sticky fingers

VII Sticky fingers

Action: During the Buy Chips Phase, use this herb witch to, instead of buying them from the stock, **steal up to 2 chips in total** from any two players who are currently ahead of you, by paying the chips' price as usual. The chips must be of different colours and you may only steal one chip per player.

Note: Stealing counts as buying, and following with the game's rules, you may not buy more than 2 chips in the Buy Chips Phase, although you may choose to purchase one of them from the stock and steal just the other.

BUYING PHASE
If your pot has exploded, the owner of this round's most valuable potion must share their shopping coins with you equally.
VIII Charity by demand

VIII Charity by demand

Action: During the Buy Chips Phase, if your pot has exploded, use this herb witch to **force** the player who's brewed the most valuable potion to share their shopping coins with you equally.

Note: If multiple players use this herb witch, the shopping coins will also be divided amongst these players equally. When dividing, your shopping coins are rounded up, while the leading player's are rounded down.

The Quacks of Quedlinburg — The Herb Witches

Victory Point Phase
According to the number of different chip colours in the pot, you receive the following victory points:
1-4 → 3
5 → 4
6 → 7
7 → 10
8 → 14
I A colourful prize

I A colourful prize

Action: During the Victory Point Phase, use this herb witch to get extra victory points. The number of points depends on how many **different-colored chips are in your pot**. Use the chart on the witch's card to determine how many victory points you receive.

Note: White chips do not count. Locoweed does count.

Victory Point Phase
Empty out your bag. For every coloured 2, 4 and 6-chip as well as every purple and turquoise chip in your bag, you earn 2 victory points.
: 2
II A trick up the sleeve

II A trick up the sleeve

Action: During the Victory Point Phase, use this herb witch to get bonus victory points for the **chips remaining in your bag**. Empty out your bag. You earn 2 victory points for **each of the following chips:** non-white 2-chips, 4-chips and 6-chips, purple chips, and Locoweed chips. White chips, black chips, and 1-chips are not counted (**except purple**). Put the chips back in your bag.

Note: You can also use this witch if your pot exploded and you have opted to buy chips.

III The jeweller's bounty

Action: During the Rubies Phase, if there is a ruby on your scoring space, use this herb witch to take **as many rubies as there are victory points on that scoring space**. You still receive the victory points from that scoring space.

Note: You can use this witch if your pot exploded and you have opted to buy chips - but only to get the rubies. Also, if the "It's Shining Extra Bright" Fortune Teller card is in play, you must decide whether you want to take the 2 rubies from the Fortune Teller card or use this herb witch instead.

IV A frugal deal

Action: At the end of the Evaluation Phase, use this herb witch to **pay only 1 ruby** to fill your flask or move a droplet forward. You may carry out this action more than once during this phase depending on the number of rubies you give up.

Note: You may not use this witch to convert rubies to victory points at the end of turn 9.

V Lose some, win some

Action: At the beginning of the round, use this herb witch to trade in **every rat tail you have** in order to advance your droplet that many spaces **permanently**.

Note: You may not choose how many rat tails to trade in, you either trade in all or none.

VI A hoarder's treasure

Action: During the Victory Point Phase, use this herb witch to get bonus victory points for the **chips remaining in your bag**. Empty out your bag. You earn 1 victory point for **each chip** (including white chips). Put the chips back in your bag.

Note: You can also use this witch if your pot exploded and you have opted to buy chips.

VII Making up for misfortune

Action: During the Rubies Phase, use this herb witch to gain bonus rubies. Count the number of ruby spaces visible between your starting and scoring spaces that are empty (not covered by any chip). You receive this many rubies.

Note: You can use this witch even if your scoring space doesn't have a ruby on it.

Chip Action Phase
Count every black, green and purple chip twice, even if you have to give them up.
×2
VIII The virtue of mindfulness

VIII The virtue of mindfulness

Action: During the Chip Action Phase, use this herb witch to count every black, green and purple **twice** for its respective chip action.

Note: Execute **every** chip action as if one chip was two of the same value occupying the exact same space – even when trading, discarding or giving away these chips.

No other actions performed on these chips are affected (i.e. fortune teller cards, other witches' actions, or other chips' actions that need to be performed on these chips etc).